Harry Potter
AND THE CHAMBER OF SECRETS™
EVERYONE
E
CONTENT RATED BY ESRB
EA GAMES™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game–dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions–IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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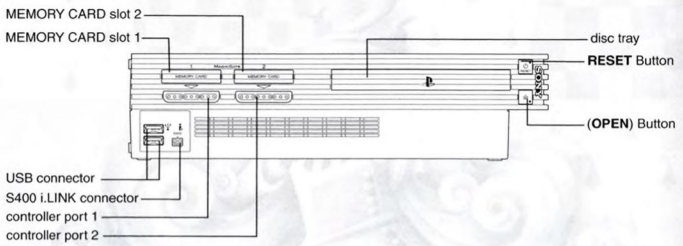
Starting the Game

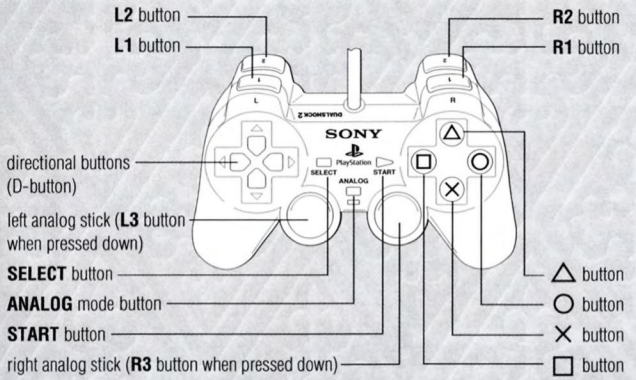
PlayStation® 2 computer entertainment system



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Harry Potter and the Chamber of Secrets*™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

Control Summary

DUALSHOCK® 2 analog controller configurations



Menu Controls

Highlight Option	directional button / left analog stick ↕
Adjust Selected Option	directional button / left analog stick ↔
Select highlighted option/ Complete Action	✖ button
Return to Previous Screen	▲ button

In-Game Controls

Move Harry	left analog stick
Cast spells	■ button

NOTE: *For more information on the spells you must learn and how to assign them to the ■ button, ● button, and ▲ button,* ➤ **Casting Spells** *on p. 14.*

Action (Context Sensitive)	✖ button

NOTE: *Context Sensitive means when you get Harry up close to objects and people the ✖ button's function changes.*

Target Spell (change targets)	Face Harry towards target and press and hold **R1** button (release and press again to change targets)

NOTE: *For more information,* ➤ ***Aiming Spells*** *on p.* 14.

NOTE: *The camera will rotate to the optimum position, given a moment or two.*

Take a closer look/ Sneak-A-Peak in Stealth Mode	**L2** button or **R2** button
Camera 'Look Around'	right analog stick
Center View Behind Harry	**R1** button
Zoom	Press and hold **R3** button
Pause Game/In-game Options	**START** button
Consult the Remembrall (Tasks, Inventory, Quests, and Maps)	**SELECT** button

Flying Controls

There are two techniques you may use to maneuver your broomstick. The techniques are known as NORMAL and REVERSE. Madam Hooch will give you a broomstick control test at the beginning of your first flying lesson to see which technique you naturally favor. Your flying controls are set based upon how you handle the broomstick in this test.

- ✦ Press the left analog stick ↕ to control your broom's ascent and descent.

To accelerate, press the ✖ button.

If you later decide to try your hand at the alternative technique, you can switch using the FLYING CONTROL in the Options menu.

Dare You Return to Hogwarts?

As a young wizard in training, Harry Potter can't wait to leave the non-magical world behind and return to Hogwarts School of Witchcraft and Wizardry for his second year. But during the summer holidays, a most peculiar visitor appears in Harry's bedroom with a dire warning–disaster will strike if Harry returns to Hogwarts!

As the new term starts, this grave prediction seems to be coming true. Strange and terrible events occur–and Harry always seems to be nearby. Panic reigns, but nobody knows who–or what–is to blame.

With the help of old friends, Ron and Hermione, it's up to Harry to solve the mystery and clear his name, before another victim is claimed and Hogwarts is shut down for good!

FOR MORE INFO *about this and other titles, visit* EA GAMES™ *on the web at* ***www.eagames.com***.

Beginning a New Game

When the game loads, press the **START** button at the title screen to access the Main menu.

Main Menu

New Game–Highlight and press the ✖ button to begin your second year at Hogwarts

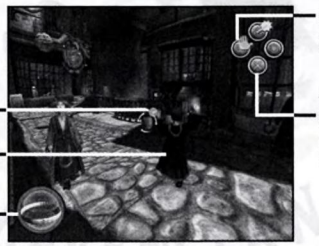
Options–Adjust a variety of game settings (➤ ***Options*** on p. 19)

Load Game –Highlight and press the ✖ button to continue a previously saved adventure (this option is unavailable the first time you play)

✦ To begin a new adventure, select NEW GAME from the Main menu and press the ✖ button. The introductory sequence runs and the game begins.

NOTE: *For information on saving your progress or loading a saved game,* ➤ ***Saving and Loading*** *on p. 20.*

Game Screen



Spell Button –To cast the assigned spell, press the ■ button (➤ ***Casting Spells*** on p. 14)

Barrel–Press and Hold the **R1** button to target objects and creatures with certain spells (➤ ***Aiming Spells*** on p. 14);

Action–Talk to other characters and interact with various objects by pressing the ✖ button to talk (➤ ***Interacting with Harry's World***, next page)

Harry–To move Harry, press the left analog stick (➤ ***Interacting with Harry's World***, next page)

Remembrall–Press the **SELECT** button to open the Remembrall to help you decide what to do next (➤ ***Using your Remembrall*** on p.10)

NOTE: *The onscreen Remembrall flashes when a new objective is added to the Tasks list.*

Playing the Game

Interacting with Harry's World

RUNNING, WALKING, AND SNEAKING

Press the left analog stick fully in the direction of travel to move quickly.

Press the left analog stick halfway in the direction of travel to move Harry around at walking pace.

Lightly press the left analog stick so Harry can stealthily creep past difficult situations!

NOTE: *Harry can back up against certain walls and enter stealth mode.*

If he's up against a wall and you want to sneak a peek around the corner, press the **R2** button or the **L2** button.

To step away from the wall, press the ✖ button.

INTERACTING WITH THE WORLD

Move Harry close to people and objects to see if he can interact with them. If he can, the onscreen Action button (✖ button) tells you what to do.

Harry can push and pull heavy objects to clear his way, or to use them to help him climb.

Approaching unfamiliar objects can be extremely useful in your quest.

JUMPING, CLIMBING, AND HANGING

When every door you try is locked and cupboards do not contain vital clues, sometimes the only way out of a situation is to climb...

Approach likely looking objects and move Harry towards them by pressing the left analog stick; if Harry can climb, he will.

NOTE: *To climb a ladder, press the Action button (the ✖ button) then press the left analog stick ↕.*

Run towards an edge and Harry jumps....

...but walk towards a gap and he'll grab hold of the edge and hang.

To make Harry drop from the ledge, press the ✖ button.

NOTE: *Harry cannot drop from all ledges.*

✦ To make him climb back up, press the left analog stick ↑.

NOTE: *There are a number of other ways of exploring nooks and crannies, but you'll discover these as you play through the game if you pay attention to the onscreen Action button (the ✖ button).*

BUMPS AND KNOCKS

Though tough, Harry is not invulnerable. If he's pelted with stink pellets or attacked by angry gnomes, he'll get knocked over and lose stamina.

Tip: **To restore some stamina, eat a Chocolate Frog (if you can catch it) or drink a Wiggenweld Potion from the Inventory.**

GNOME THROWING

For wizards, de-gnoming is essential to good garden maintenance. Follow these simple instructions to de-gnome like a modern day Beaumont Marjoribanks*!

1. Cast Flipendo (the ■ button) at the pesky creature to stun it.
2. Approach the gnome while he's still seeing stars and press the ✖ button when 'Carry' appears over the onscreen ✖ button.
3. Once Harry has grasped the gnome by his ankles 'Throw' appears over the onscreen ✖ button. Now, move to a suitable position to commence the throw–press and **hold** the ✖ button to start spinning like a hammer thrower.
4. Time your release of the ✖ button to coincide with the green arrow's appearance. Try to let the blue power bar build up a bit, first. If you time it right, Harry could beat Fred at his own game!

NOTE: *Don't spin for too long, or Harry will get dizzy and drop the gnome.*

***Beaumont Marjoribanks** - Pioneer of Herbology. Discovered Gillyweed.

Remembrall

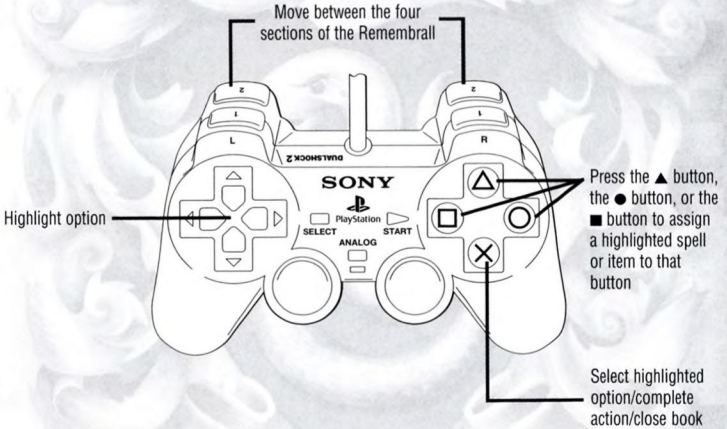
USING YOUR REMEMBRALL

Press the **SELECT** button to enter/exit your Remembrall.

Help on your adventure comes in the guise of the Remembrall. This useful object reminds you of crucial information, and provides a place to store the items you have collected.

If you are to discover the mystery of the Chamber of Secrets, familiarize yourself with its features and check back frequently!

NAVIGATING THE REMEMBRALL


Move between the four sections of the Remembrall
Highlight option
Press the ▲ button, the ● button, or the ■ button to assign a highlighted spell or item to that button
Select highlighted option/complete action/close book
SONY
PlayStation
SELECT
START
ANALOG

TASKS LIST

Keep one eye on the tasks at hand to save time and keep your adventure on track. If you don't complete certain tasks, you'll be unable to progress. Consult this list regularly, both day and night, and you won't go wrong.

NEW TASKS

Every time a new task is added to the Tasks list, the Remembrall flashes in the bottom left of the screen. Take a moment to press the **SELECT** button and look at the Tasks list in the Remembrall.

Once you complete a task, it will receive a checkmark to signify that it has been completed.

THE PASSAGE OF TIME AT HOGWARTS

Once all your tasks are completed at the end of each day, you may want to continue exploring, searching, or trading with your fellow students. But without some sleep you'll be in no state to find out what's amiss at Hogwarts. Make sure you get your head down for a few hours each night.

A Bed icon flashes up onscreen when it's time for you to end your day.

Once you're ready for the next level, select END DAY from the Tasks list in your Remembrall (press the ✖ button when viewing the Tasks screen).

QUEST

The Quest section of your Remembrall shows all items for which you are currently searching as well as the items you've collected.

You can look at your school books here for further clues and tips on the spells you have learned and the monsters you've encountered.

Once the Quidditch season gets underway, check the *School Records* book for updates.

Tip: **Before you can consult some of these useful tomes, you'll have to find them. *Flourish & Blotts* in Diagon Alley has an excellent selection of wizarding books.**

Folio Magi

Young wizards like to collect Famous Witches and Wizards cards. These cards depict the most eminent or notable witches and wizards throughout history in vivid detail. The Folio Magi is where your Witches and Wizards cards are stored.

Trading Witches and Wizards Cards

Approach students in corridors and other communal areas to engage in Hogwarts students' favorite pastime after Quidditch–Witches and Wizard Card trading.

If you have the cards they're after, you might find some real rarities and complete Harry's collection!

INVENTORY

The Inventory is where items and spells you have found and learned are stored. Go to the Inventory to assign items and spells to the ■ button, the ● button, or the ▲ button on your controller.

To equip a Spell or Item

1. Press the directional button to highlight the spell or item you want to equip, and then press the ■ button, the ● button, or the ▲ button.
2. When you return to the game the item or spell is assigned to the button so you can see it on the onscreen descriptions.
3. Press the respective button to cast the spell or use the item.

Tip: **Any spell or item previously allocated to a button is returned to your Inventory. Wizards-in-training may find it's best to allocate only regularly used items or spells to the buttons.**

NOTE: *For further information on the Inventory and items contained within,* ➤ ***Inventory and Items*** *on p. 16.*

MAPS

All students are issued maps automatically. Consult the Maps section if you lose your bearings or want to familiarize yourself with the area.

DISCLAIMER: *It should be noted that although map-makers are skilled in their craft, they may not be aware of the many secret rooms scattered throughout the magical world.*

NOTE: *You can only consult a map of the area you are currently in.*

Casting Spells

Good spell casting is the cornerstone of any wizard's repertoire. Learning opportunities present themselves in the most unlikely situations, so keep an eye out for a chance to practice your craft.

Press the respective spell button to cast the currently selected spell. Flipendo is set to the ■ button by default.

AIMING SPELLS

To aim a spell, face Harry in the direction of the desired target then press and hold the **R1** button. If you can aim at the target, a magical target appears around it.

■ As soon as you've aimed, press the chosen spell button and the spell is cast.

Press the ✖ button and Harry might be able to dodge, avoiding any projectiles or spells.

NOTE: *Hold the* **R1** *button until after Harry has cast the spell or he may miss his target!*

TARGETING MULTIPLE OBJECTS

✦ If you encounter multiple opponents, you can target each of them in turn as long as they are in front of Harry. Press the **R1** button repeatedly to cycle through the potential targets.

Tip: **Try the Flipendo spell on everyday objects. A well-aimed spell cast at a breakable object could reap rewards or collect anything from magical sweets to Wizard Money!**

✦ For further information on more advanced spell casting, see next page.

ADVANCED SPELL CASTING (GRADE 2)

In order to progress through your adventure Harry will need to learn new spells.

To begin with, Harry can only cast relatively weak first year spells. Later on, when he's got a copy of Miranda Goshawk's famous *The Standard Book of Spells (Grade 2)*, you can begin learning to cast the perfect spell.

To consult The Standard Book of Spells, go to the Quests section of your Remembrall and select it.

HOW TO CAST A PERFECT SPELL

1. First, make sure you have a copy of The Standard Book of Spells in your Inventory. Without it, Harry cannot cast a grade 2 spell.
2. Press and hold the spell button (the ■ button, the ● button or the ▲ button).
3. Now, allow the spell power to build up and then release it to cast the spell.

If you release the spell button at the right time you will perform a 'Perfect Cast'–the most powerful version of that spell.

Tip: **Observant witches-in-training and wizards-in-training keep one eye on the color of a powering spell to maximize their chances of casting perfectly.**

Be careful not to hold the spell button down too long as the spell may backfire on Harry!

Inventory and Items

The Inventory is where your useful items are stored and accessed.

To access the Inventory, press the **SELECT** button and then press the **R2** button or the **L2** button to move to the Inventory section of the Remembrall.

To assign (equip) a spell or item, press the directional button to highlight it then press the ■ button, the ● button or the ▲ button (NOT the ✖ button).

The Inventory section of your Remembrall is a powerful tool–its use is essential if you are to defeat the challenges that lie ahead.

NOTE: *You cannot assign every item in your inventory to a button. For example, Bertie Bott's Every Flavor Beans and Wizard Money do not need to be assigned, but are used automatically when the need arises.*

BERTIE BOTT'S EVERY FLAVOR BEANS

These delightful wizard treats come in almost every flavor imaginable, plus more than a few flavors you might not have dreamt possible!

Tip: **Take your beans to Fred and George's shop at Hogwarts to trade for other interesting and useful items.**

CHOCOLATE FROGS

These delicious, but jumpy confections must be stunned with a 'knockback jinx' before Harry can eat them. They're so good that they impart incredible health-giving properties when eaten.

NOTE: *Chocolate Frogs are not stored in your inventory–they are consumed immediately when Harry picks them up.*

WIZARD CARDS

The images of renowned witches and wizards on these cards aren't the only things that make them special.

View them in your Folio Magi, which can be found in the Quest section of your Remembrall.

✦ Trade them with other students at Hogwarts.

Every ten cards collected extend Harry's stamina by a small amount.

EEYLOPS PREMIUM OWL TREATS

They're "the best thing for a happy, healthy owl." Feed these furry morsels to Hedwig to encourage her to accomplish tasks for you.

NOTE: *Owl Treats appear in the Quest section of your Remembrall and are used automatically when Hedwig is hungry.*

Money

Wizard Money can be used to buy things you might need in Diagon Alley. Students from non-magical families should note that there are 17 Sickles to a Galleon and 29 Knuts to a Sickle.

Tip: **Money can be found in the most unusual of locations. Try a perfect Flipendo on everyday objects and see what happens.**

Potion Vials

Use potion vials as containers for stamina-replenishing Wiggenweld Potion. This magical elixir is often to be found in large cauldrons and even hollow tree trunks throughout the wizarding world. Assign a full vial and use it when Harry needs a boost of extra stamina.

Stink Pellets

Throw these diminutive items, much beloved by Fred and George Weasley, to create a cloud of stinking green smoke that'll distract and confuse opponents or prefects.

Non-explodable Luminous Balloons

Assign and inflate these magical novelty items to create extremely noisy distractions in tricky situations.

Nimbus Two Thousand

A superior racing broom. Assign this item to fly in permitted areas of Hogwarts' Grounds.

Pause Menu

Press the **START** buttton to access the Pause menu.

RESUME GAME	Select to return to your adventure.
SAVE GAME	Select to save your progress in the currently loaded game (➤ ***Saving a Game*** on p. 20).
OPTIONS	Highlight and select to adjust your gameplay options (➤ ***Options*** on p. 19 for details).
QUIT GAME	Return to the Main menu to begin a NEW GAME or CONTINUE a previously saved game.

Options

Select Options to invert camera control, switch broomstick flying techniques, center the screen and switch vibration options **ON** or OFF.

You can access the Options menu from the Main menu or from the in-game Pause menu.

NOTE: *Default Settings are displayed below in* **bold**. *On screen, the currently selected option is white.*

IMPORTANT NOTE: *Changes made to options settings are saved when you save a game and affect all subsequent games, unless you make further changes in the Options menu.*

CAMERA CONTROL	Switch between REVERSE and **NORMAL**.
FLYING CONTROL	Switch between REVERSE and **NORMAL** broomstick techniques.
CENTER SCREEN	Highlight and press the ✖ button. Press the directional button and use the on-screen guides to adjust the screen. Press the ✖ button to set it and exit.
VIBRATION	Switch controller vibration **ON**/OFF to feel the magic of Hogwarts firsthand.
SUBTITLES	Switch on-screen text OFF, if you wish.

NOTE: *Changes to settings can be saved to a memory card* (8MB) *(for* PlayStation®2) *in* MEMORY CARD *slot 1 upon exiting the Options screen by selecting* SAVE GAME.

Saving and Loading

NOTE: *Never insert or remove a memory card when loading or saving files.*

NOTE: *Harry Potter and the Chamber of Secrets only supports* MEMORY CARD *slot* 1.

Saving a game

To save your progress in *Harry Potter and the Chamber of Secrets*:

1. Press the **START** button to bring up the Pause menu. Highlight SAVE GAME and press the ✖ button.
2. Now, press the directional button ↕ to select a Save Game area and press the ✖ button.

- If there are no empty Save Game areas, you must highlight an old saved game and save your new game in its place (OVERWRITE).
- If you are sure you want to overwrite, press the directional button ↕ to highlight YES, OVERWRITE and press the ✖ button.

3. The game is saved and the Pause menu reappears.

NOTE: *If you exit Harry Potter and the Chamber of Secrets without saving, you lose all progress made during that session.*

Loading a Game

1. Highlight CONTINUE from the Main menu and press the ✖ button.
2. Press the directional button ↕ to select the Save Game you wish to load and press the ✖ button.
3. The Loading screen appears.

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EA WARRANTY CONTACT INFO

E-mail and Website: http://techsupport.ea.com

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EA WARRANTY MAILING ADDRESS

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TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: http://techsupport.ea.com

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
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Southport Qld 4215
Australia UK

In the **United Kingdom**, contact:
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